

THE CIA ROM

The Central Illinois Atari User Group

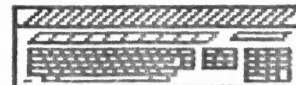
AUGUST 1987

VOL. 1

ISSUE NO. 8



Meeting Location: Bloomington Public Library
205 East Olive Street, Bloomington, Illinois
Meeting Schedule: 1st Thursday of every month
Next Meeting: Thursday, August 6, 1987
Time: 7 - 9 p.m.



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1987-88 MEETING SCHEDULE

SEPTEMBER 3, 1987
OCTOBER 1, 1987
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DECEMBER 3, 1987
JANUARY 7, 1988
FEBRUARY 4, 1988
MARCH 3, 1988
APRIL 7, 1988
MAY 5, 1988
JUNE 2, 1988

MEETING SCHEDULE

Meeting Location: Bloomington Public Library - Upstairs
Time: 7 p.m. to 9 p.m.

8-bit

PROGRAM

16-bit

Larry George will demo BOWLING
also
Steve Hopkins will do some more
freehand art.

Bob Handley will demo more of the IBM
emulator, PC-DITTO, and a couple of
Public Domain Programs ML-Write and
DCOPY, and others if time permits.

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C.I.A.U.G. maintains both 8-bit and 16-bit Public Domain Libraries for all members in good standing. Membership for one year is \$10 and for a half year is \$6.

The C.I.A.U.G. publishes 12 times a year a newsletter called the CIA ROM. Subscriptions to this newsletter are free for members. Subscriptions for non-members are \$15 per year. Single copy issues are \$1.50 each. Advertising rates: Full page - \$50, Half page - \$30, Quarter page - \$20. Business card - \$15.

Exchange subscriptions are available for other Atari user groups. Send exchange newsletters to: C.I.A.U.G., % Robert E. Handley, 1920 E. Croxton Ave. Bloomington IL, 61701-5702. Material in this newsletter may be reprinted by other Atari user groups provided the newsletter and the original author are credited. All original C.I.A.U.G. material in this newsletter is in the public domain, and any user group may use as long as club and author are credited. All statements in the newsletter are the opinions of the authors and are not necessarily the opinions of the officers or C.I.A.U.G. This newsletter is created with an Atari 520/ST. Portions of this newsletter were made with Habawriter II, 1st Word, and ST Writer Ver. 1.70 in conjunction with Publishing Partner and then printed on an Epson FX-100, with final printing done on a Xerox 1035. The club logo was designed with Easy Draw.

Presidents Report by Robert E. Handley

Boy, I thought last month was hot, but this month is a real scorcher. Seems like the temperature has been over a hundred degrees for the last two weeks. Hard to believe that school starts in just two more weeks, "did I just hear several mothers shout yay?" Vacation times are over and it seems like everyone is starting to get back into using their computers and wanting to know whats new. Well, hang in there folks. Your CIAUG officers have been keeping on top and have some great things planned for the fall and winter months. There will be demos on some great new ST games with fantastic graphics and playability--such as--Barbarian which is an arcade graphics adventure game and Star Trek which is reviewed in this newsletter. There will be a demo coming up on Magic-Sac--one year later. Included will be a demo of the new Magic-Sac drive controller which will allow Macintosh formatted disks to be read by the Atari. Daren and Shawn are hard at work on the upgrade for Publishing Partner, which I'm sure we are all looking forward to. Hopefully we will have a Mega ST to show by Christmas. "Right Neil?" (grin). In addition, we will have some very good eight-bit demos of both "oldies and new programs.

As most of you know, the library next year will allow only six meetings a year by the same group. This has affected every computer user group which meets at the library. The libraries reasoning is that they would like others to be able to use the rooms instead of being tied up by the same groups all the time. They have stated there are other meeting rooms available in the community. I have checked and have found that these rooms are only available during the day time hours which only leaves the library available during the evening hours. I believe we should get together with the presidents of the other clubs and present our case as one body; or, I feel we will find ourselves without any place to meet. I have, as other clubs presidents have, booked the library for the first six months of 1988. I feel we must address this problem now and not next June when time runs out.

CIAUG meetings for 1988 will meet as always the first Thursday of each month. The only change is that we will be moving from the small boardroom to the large Community Room downstairs to accommodate our ever-growing membership.

Secretaries Notes

The seventh meeting of the Central Illinois Atari Users Group was held on July 2, 1987 at the Bloomington Public Library. Meeting time was at 7:00pm. President Robert Handley opened the meeting and talked awhile on interesting happenings in Atari and other companies as well. Our first demo of the evening was a game for the ST called Gold Runner. The program was owned by Robert Handley but Don Christianer gave us an excellent demonstration of the game by playing it through a couple of levels. The second demo was called Professor Craps. This was also done by Robert Handley. This demonstration was limited because the members in attendance had a limited knowledge of the game of Craps. It was fun anyway! The highlight of the evening came when Robert Handley turned the ST into an I.B.M. No, he didn't wave any magic wand, he just inserted a handy emulator program called PC Ditto. This program comes with a list of some of the programs it runs. It runs all the big name software and a lot of the small name stuff too. A good little investment for the I.B.M. user!! Next on the agenda was Larry George's demos for the 8-bit. He started off with some humorous demos of the "Death of an Apple" and the "Death of a Commodore." We then seen Star League Baseball. This appeared to an excellent baseball game for the 8-bit. It features a full view of the playing field so that you can be a better player-manager (Right, Larry!) The evening was capped off by Steve Hopkins drawing a picture of a city at night. Robert Handley then adjourned the meeting.

Wouldn't it be nice if . . .

REPRINTED FROM AUGUST M.A.C.E. JOURNAL
by: Allen P. Bargen

Atari actually was ready to release product as soon as it was announced!!! Consider for a moment, the marketing strategy of the industry giant, IBM. Their new series of personal computers was a closely guarded secret (with many wild and wooly rumors) until the day it was officially proclaimed. At the same time the announcement was made, it was possible for a prospective purchaser to go out and buy one of the units from selected retailers. Now, that is strategy. IBM is content to let the rumor mills create anticipation while they manufacture and distribute the computers they will deny are even being built.

Well, we all know that Atari just does not have that kind of clout--yet. For a lot of reasons they will not change their policy of announcing goods before they are ready for release. What that does of course, is create a LOT of frustration for people clamoring to get their hands on new products. One can't help but wonder just how many ST's have NOT been sold because people are waiting for the Mega machines. The better part of a year has now passed since the announcement was first made about the Mega ST computers. I wonder if Atari would be better served by having products ready to ship on the day of their official announcement. Perhaps future financial successes will allow Atari to re-think it's position of announcing products so very far in advance.



**"When the smoke and vapor clears,
Atari computers are timeless"**
Robert (Headroom) Handley 2001

The Midwest Atari Expo What Happened?

By now you all know that the Midwest Atari Expo has been cancelled. Why? What went wrong? When I talked to Neil Harris and Sandy Austin they had no answers either. Neil said he would look into the matter, and he did. While I was up on Genie looking for new uploads I came across this file heading, so I proceeded to download the text file which is reproduced here just as it was received-no editing. I hope this answers some of your questions, and also serves as a guide for anyone who thinks that it is easy to put on a show of this size. It takes a tremendous amount of team work and cooperation by all who volunteer their services. We at CIAUG wish Atari and the Chicago groups better luck the next time...Which will be soon we hope.

Number: 3465 Name: CHIFEST.TXT

Address: G.FEID Date: 870712

Approximate # of Bytes: 7560

Number of Accesses: 83 Library: 7

Description:

This is a text file explaining the reasons the Chicago Atarifest originally scheduled for July 25th and 26th was cancelled. Included are some warnings about pitfalls we discovered as we went along. This file was done at the request of Neil Harris of Atari Corp to clear up some misconceptions being spread about the cancellation. Very few punches were pulled against culprits, so I expect a LOT of negative feedback - but I DO want feedback - especially from groups other than those involved. Leave mail to G.FEID Keywords: TARIFEST, CHICAGO, CANCELLATION, SPREAD THE WORD

THIS IS A NOTICE THAT THE ATARIFEST, ORIGINALLY SCHEDULED FOR CHICAGO ON THE 25TH AND 26TH OF JULY, 1987, HAS BEEN OFFICIALLY CANCELLED.

There were several reasons for doing this, but FIRST and FOREMOST, let me dispell three major rumors that have been spread about the 'Fest in Chicago.

FIRST: The 'Fest in Chicago did NOT at ANY time have any problems with the unions. This is a rumor spread out of Michigan through a misunderstanding on their part, and has not at any time been true.

SECOND: Last Spring, a Wisconsin group started rumors that the Chicago 'Fest was cancelled - at THAT time. WRONG! It may be now, but not previously.

THIRD AND FOREMOST: ATARI DID NOT PULL THE PLUG ON THE CHICAGO FEST. The decision to pull the plug was made by the two Chicago area groups that did all of their work - Lake County Atari Computer Enthusiasts (LCACE), and the ChicagoLand Atari User's Group (CLAUG). It is my understanding from Neil Harris, that at least one downstate Illinois group has been spreading the 'Word' (read RUMOR) that Atari Corp. pulled the plug. Not true. Atari DID advise us that if the fest looked real shaky that it might be best to drop the show and reschedule, but it was our decision. This we chose to do.

WHY THE 'FEST FAILED

There are several reasons why the 'fest failed. We had planned the show to be held in a local Ramada Inn. Now, I don't know how much of a guarantee other groups in hotels had to give, but the best deal we could come up with was a 100

room per night guarantee plus a substantial fee for the 12700 sq. ft. hall. This IS high compared to other cities, but very reasonable around here. We went with this for several reasons. There were NO unions to consider. The Hotel was within a couple blocks of O'hare airport, and within a mile of several Interstate highways. Food and rooms were available on the premises.

To cover the expenses of the hall, booths, power, etc., we had to have a minimum of 30 vendors to pass the break-even point. As of 15 June, only 5 had bothered to commit with money - the rest gave a bunch of excuses about not scheduling budgets more than 30 days in advance, and the like. What these companies fail to realize is that we needed their downpayments in advance so we could cover our own expenses. What it finally came down to was that we were looking at a \$6000.00 commitment for the hotel alone, with only 5 vendors. Our phone calls and letters to the lagging companies failed to do any good - they wouldn't even send a downpayment. Last October when Sandi was in town, we were told that if we had trouble getting vendors to commit, that Atari would give them a push for us. In May, we went to Sandi, and were told then that she couldn't do that, and we were on our own. We found out too late from Neil Harris, that this was NOT the official Atari position.

Secondly, The groups involved were spread out over too wide an area. In all, there were over 300 miles between the northernmost (Militari) and southernmost (BASE) groups with CLAUG, LCACE, SCAT, and RACC in between. Those of you who are thinking about organizing a fest, keep that in mind. It is impossible to keep in good contact over a large distance without running up extraordinarily large phone or gas bills. We also had a problem with meeting attendance. When the meetings were held after the Suburban Chicago (SCAT) meetings, almost all six groups attended (except Militari, who only attended two or three meetings through the whole course of events). When the meetings were unanimously scheduled after the CLAUG or LCACE meetings, SCAT, RACC, and Militari never showed up - even when there was no conflict with their own meetings - and these accounted for half of the committee meetings. You cannot communicate if you don't show up for the meetings. Bear in mind that all attending groups agreed on the next meeting dates and places before a time and place was definitely set.

Lastly, if a group volunteers to perform a specific job, it is up to them to make sure it is done. In our case, Militari volunteered to copy and compile the packet for our second mailings. After they volunteered, we never heard from them again. The Suburban Chicago group volunteered to do the first and second mailings to vendors, and the mailing to dealers - in short, to fill the hall with exhibitors. They also volunteered to do all the printing and the ticket design to help fulfil the obligations of the Rockford group. The second vendor package mailings were eventually done by LCACE instead of Militari and SCAT,) and the printing was done by CLAUG and LCACE. To top it off, we found out on 6 June that the tickets had not even been designed yet - much less had any printed for pre-show sales (a VITAL part of our plan,) nor had they done any dealer mailings - after telling us for well over a month that it had all been taken care of.

In view of the short time before we could no longer cancel, the lack of support from Sandi, absolutely NO advance ticket sales and the fact that we were hitting a stone wall with vendors (other than the 5 we had) we decided to cancel. We are currently thinking of completely re-organizing the committee with a rescheduled date next year, but nothing has been decided yet. If we do reschedule, you can bet there will be several MAJOR changes made from the first attempt.

If you have any questions, comments, or (hopefully) suggestions, leave mail on GENIE to G.FEID, on CompuServe to number 74146,162, or on the 'Once In A BLUE MOON' BBS at 312-457-2219 - 24 hours a day, 300/1200 baud

What's New in the 16-bit Public Domain

by Ray Maynard
Reprinted from July 1987 LA-ACE

DCOPY 1.91

DCOPY is a multi-purpose file maintenance utility that should meet almost anyone's needs. It is a shareware product (meaning that you are free to distribute it and anyone who finds it useful is requested to send the author a donation) by Ralph Walden of Eugene ACE. Some of the earlier versions of DCOPY seemed to have (or create) some problems but this version has worked very well.

DCOPY is completely menu driven and is thus very easy to use. Each menu option is usually self-explanatory. However, the proper use of some of the parameters is somewhat obscure and a thorough reading of the disk-resident documentation that accompanies the program is mandatory. The selections available on the DCOPY menu are:

A: archive files. This option allows you to add files to an xxx.ARC (ARChive) file. This is the same feature offered by the well-known ARC.TTP utility.

C: copies single or multiple files. "Wild characters" are allowed.

D: displays or prints a disk directory or a list of files in a specific folder. The output can be optionally printed.

E: erases (deletes) files. Wild characters are allowed.

F: format a disk. You can format disks with either 9 or 10 sectors per track, 80, 81, or 82 tracks per disk, single or double sided, and David Small's "twisted" format.

H: "hides" files. The names of the files you select will not be displayed in directory lists or in desktop windows.

I: extracts files from a xxx.ARC file. Each file found is listed and you are given the option to extract that file or skip it. The "X" selection also extracts ARC files but without the option of skipping files.

J: provides two functions. First, it can list or print the names of all files in all folders. Second, it can search through all folders for a specific file name.

K: deletes a folder and all files in it.

L: "locks" files. Locking a file prevents erasing or overwriting it until it is "unlocked".

M: moves files by copying the file(s) specified to the destination and then deleting the source. This is useful for moving files from one folder or disk to another.

N: creates a new folder.

Q: stands for "Quit" which obviously exits DCOPY.

R: renames a file.

S: displays the amount of space left on a disk.

T: either displays or converts a file. Automatically converts all control characters to spaces, word-wraps the text to a specified right margin. CP/M files will have a line-feed character added after the carriage-return character as needed by TOS; 8-bit text files have their 155 decimal (EOL) ATASCII characters converted to a CR-LF, etc. Once the file has been

converted, a secondary menu allows you to quickly display the next, previous, first, or last screenful of text. You can also locate and display the first screenful that contains a specified character string. Another option allows you to save the converted file to disk or to print it.

^T (control-T): sets the right margin used for word-wrapping by the "T" option.

U: "unlock" one or more files.

V: lists the names of files in one or more xxx.ARC files.

W: change the working drive and/or folder.

X: extract files from xxx.ARC files. This functions similarly to the ARCX.TTP utility.

Y: toggles the disk write verify flag.

Z: duplicates a 9 or 10-sector, 80, 81 or 82 track, single or double sided disk drive using either one or two drives.

1: converts 16-bit ASCII text files to 8-bit ATASCII format.

2: converts 8-bit ATASCII files to 16-bit ASCII files.

3: converts an ST WRITER file into a standard ASCII text file.

4: converts the carriage-return characters in an ST WRITER file into 8-bit ATASCII EOL characters, removes the ST WRITER "Do Run Run" file header and ignores text-formatting directive lines.

5: removes most of the carriage-return characters from a text file, allowing you to reformat it as desired with the TYPE command, or to load it into ST WRITER.

There is a secondary menu (presumably used because there isn't any room for more selections in the main menu) providing the following options. Note that each is a two-character command; a "-" followed by a character.

-A: append one file onto the end of another.

-D: delete one or more files from a xxx.ARC file.

-F: "freshen" files in a xxx.ARC file. This adds or replaces files in a xxx.ARC file ONLY if they are newer than ones already in the xxx.ARC file.

-G: changes the colors to green letters on a black background.

-H: does a hex and ASCII dump of a file.

-N: restores the screen colors to be the same as when DCOPY was initiated.

-O: turn off the screen until you press a key.

-T: tests the integrity of the files in a xxx.ARC file.

-U: updates the files in a xxx.ARC file; similar to the -F command.

-W: gives you white letters on a black background.

I have found DCOPY to be very useful. Most disk operations are performed much faster using DCOPY than using the mouse and desktop. DCOPY was downloaded from the Atari Base BBS.

"Star Trek"

Federated Atari ST Enthusiasts Regrouping
Montreal, Canada (BBS-(514)489-0680) (514)489-3489
Review by Stéphane Lavoisard
(STMagazine - Issue #10)

Edited and translated by André Lafrenière and Alain Plouffe from FaSTer.

Star Trek was certainly, with Dungeon Master, the most awaited game since with every new computer show, we could observe a new pre-release version. We've finally received it, surrounded by rumours claiming that this was the software of the 1990s. It's thus with excusable eagerness that I threw myself on this program and I might as well tell you that after I started playing, I found it difficult to stop long enough to write this article.

First, the authors have had the excellent idea not to base their scenario on either the films or the series. Hence, it's an original scenario to which they treated us. Since a while back, numerous spaceships are mysteriously disappearing in a certain part of the universe. The Federation has mandated you to go with the Enterprise to resolve this affair. The loading of the program is such that one gets impatient to see the game. Effectively, after only a few seconds, the digitized voice of Captain Kirk sounds: "Space, the final frontier", accompanied with the familiar sound effects, which are followed by the theme (not digitized this time, because this little folly grabs a lot of memory). Might as well tell you that you'll be thoroughly seduced by this grand presentation, accompanied by a superb rendition of the ship. At last, the main game screen appears.

This one is composed of one large display surrounded on two sides with seven smaller screens. The main screen is the flight deck of the Enterprise, digitized for sure, and all the actors of the series are present. If you click on single individuals, their picture appears in the main screen along with the actions he or she is able to accomplish. If the main screen is in one of the mini-screens, all you need to do to bring it back to the main display is to click on it. As you've probably understood, this game is played with the mouse only, which speeds it up and makes access to your information easy.

I click on Sulu, who is the navigator. Three control panels are at his disposition. First, you have the general layout of the area, represented as a spinning 3-D universe which makes it very realistic. You may obtain a zoom view on the regional zone, and even the local area. You only need to click on a solar system to obtain its name and distance. If you then click on Spock, he will indicate if a system is Romulan, Klingon, or Federation. Click again on Sulu to indicate the cruising speed you want.

I chose to navigate at Warp 10, the maximum speed. After a few moments, the digitized voice of Scotty reminds me: "We must slow down or otherwise the ship will disintegrate!". I thus slow down to Warp 8. I arrive in the Zuner solar system, containing 6 planets. I click on a planet in the view of the system obtained by Sulu, and then on Spock to find out what we can expect here. A digitized voice informs me that a message has just been received. I click on Uhura, who tells me that there is a fleet of over 1000 enemy ships in the galaxy. Since Zuner is controlled by the Federation, I am almost assured not to make any unfriendly encounters. On Zuner I, an energy station can be found which recharges my energy for navigating between the interior planets of the system. Zuner IV is a repair station which might come in handy if the vessel is attacked. Lastly, Spock informs me that Zuner IV supports life forms. On the Zuner system plan given by Sulu, I click on Zuner IV to get there at full impulse power.

After a few seconds, a beautiful picture of the Enterprise in orbit appears along with a message from Sulu. I click on Scotty who indicates the remaining amount of Warp energy for travelling between systems, and the level of impulse power for travel within systems. Time to click on Kirk, which advises me to teleport 6 or 7 members of the crew on the planet's surface. (Ed: do I need to mention that you have to be somewhat familiar with the series to understand?). The choice is up to you. You'll rapidly discover that having only one person on a planet is near useless. Also select among the equipment found on other planets the one which you will need and then teleport your personnel. The digitized sound of the teleportation is amazing (Ed: Woosh!).

Then is the planet surface exploration phase, a primordial aspect of the game, but not with such elaborate graphics as the other parts. The faces of the six crew members are represented along with the object or the person in front of you in wireframe form. According to the nature of the object blocking your way (door, robot, security bomb, etc...) each person suggests a different solution. The doctor often wants to get closer, while Spock will rather use logic, Kirk will often look for hidden mechanisms and Sulu proposes to destroy everything. You're the one choosing an appropriate course of actions. If this works, no problem; you move ahead and get to the following obstacle. If it doesn't work, nothing might happen, or your crew members might be wounded. Teleport yourself back on the Enterprise and click on the doctor who will heal the crew, as indicated with a life bar under the person's figure.

Back on the planet, continue until you find an interesting object. Spock often knows what to use it for and you can take it for someone's use or teleport it aboard. Some objects can be used against doors, robots or bombs while others can be installed aboard the ship to increase its resistance, its weapons, etc... It's equally possible to meet on these planets superior races, often friendly, but sometimes dangerous. In this case, it's the way to communicate that you have to select. The doctor offers to simply dialogue, while Spock prefers ESP, and Kirk is often menacing. Most often, the alien will reveal the location of a useful object.

A new message from the Federation makes me more aware of my ultimate goal, because roaming aimlessly around the universe is not too productive. It's right then that the red alert sounds. I click on the main deck and turn off the alarm. I then click on Chekov who takes care of battles. On his screens appear three Klingon vessels. I select the phasers, and click on one of the points on the radar. This puts me in battle mode. The enemy ship in wireframe representation heads towards me. You manoeuvre a red circle which diminishes in size as the other ship comes closer. (Ed: we have unfortunately attempted an experience: the author of this review played the game and gave his impressions vocally as we were faithfully writing down every word. Honesty forces us to admit that the poor fellow at this point had his eyeballs bulging out of his head, tongue hanging out, foaming at the mouth and for a while, his brick-red complexion made us fear the worst. He came out of it ok though).

You must click on the enemy ship in such a way as to center the firing circle. When you click on the fire button, a shot lands arbitrarily somewhere inside this circle. You will then understand that the circle needs to be as small as possible if you really wish to hit your opponent. After two or three shots, the vessel disappears into space. But after the first few battles, my phasers are completely empty. I then select the torpedoes and head back into combat. During all battles, Spock indicates your vessel's energy level and that of the enemies. I've suffered serious damage and repairs are compulsory. Before anything else, I select Kirk and save my

game position, fearing another encounter with the Klingons. I first go to a Dilithium mining complex planet and fuel up on energy for intergalactic travel, on another planet housing an energy complex for travel between planets, on a weapons dump planet where I find torpedoes, phaser replenishment and at lastly, to a repair center. All the damage has been repaired and I'm now able to resume my search.

Star Trek is certainly the most polished game to be found on the ST. The graphics come straight from digitized scenes reworked from the series, the sounds are wisely balanced between digitized and non-digitized, and finally, the interface is very efficient thanks to the use of the mouse and the seven mini-screens. The richness of the game (Star Trek contains over 1000 planets out of which about 450 to explore) makes the potential life span of this program almost unlimited.

To conclude, it seems that this is simply the best game available for now, and for a more than reasonable price. And that non-Atari Trekkies are not awaiting a version for their machines, since the programmers from Beyond Software have said that if they were ever to make versions for other computers, it would likely be much less attractive. So to all of you Trekkies, if you want to play heroes, you only have one thing left to do.
From Beyond Software.

This review is made available to the users' community as a public service by the FASTER Disk Magazine's staff. We will be posting these reviews of the latest releases here on a regular basis. We'll be releasing many different informations about American, European and Australian markets.

FASTER Disk Magazine for the Atari ST is a Montreal based publication releasing a new issue every two months. It is sold as a single sided disk with all material compressed. This means your 400K disk is over 550K full. It's compatible with all ST models and with color or monochrome screens. The NEWS program takes care of managing the disk contents and offers you a GEM interface for maximum ease of use. You can read your articles with windows and sliders (or print them), run our programs and get back to the menu all with a simple click of the mouse. Each issue contains programs with source code, news, information, illustrations, comments and reviews from all around the world. We include new features in each issue. Single issue retail price is 9.95\$ US or 12.95\$ CAN. Our latest issue is July 1987 (Vol. 2 No. 2). We offer you the slickest presentation of all the Disk Magazines, the best programs, AND the most timely informations.

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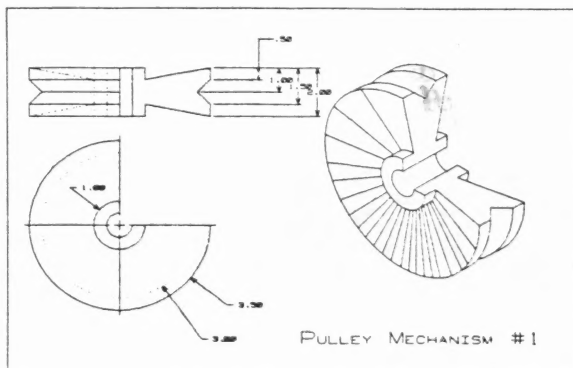
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Text; (Rotatable, any size)

Points,

Files; Load, Save, Print.



Requirements :

An Atari ST series of Personal Computer,
with a minimum of one Meg RAM and TOS in ROM
(520 ST upgraded to 1MEG, or a 1040 ST)
A 3.5" Disk drive (SF-354 / SF-314 or equal)

Optional:

Hard Disk Drive, or a Second floppy drive
Dot Matrix Graphics Printer
Plotter

(Athena II uses GDOS. So many Standard printers and
plotters are supported, check with your dealer or call
Iliad Software, (801) 226-3270, for a complete list.)

Circles; Circles (by Radius, Diameter, & Three Point),
Arcs, Ellipse, Elliptical Arcs, & Fillets.

Lines; Horizontal, Vertical, Parallel, Perpendicular,
Tangential, Line at an Angle, Line between Lines,
Squares, Line Tangent to Two Circles, Etc.

Relocate; Move, Copy, Rotate, Mirror, Trim.
(Trim: Adjusts any line or circle so that it will
exactly intersect with any given line or circle. No
magnifying an area to see if your lines exactly meet!)

Magnify; Zoom In / Out / Area / All, Normal, Offset.

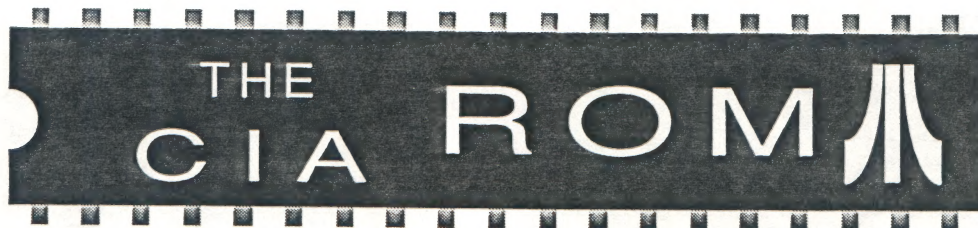
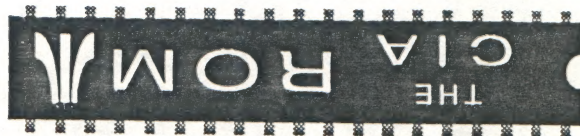
Information; Entity size, Location, Layer, Etc.

Parts; Create "Parts" From an existing drawing, and
save them. Load "Parts" from libraries, and
place them, anywhere, on any drawing.

Isometrics; Semi-automatically transform existing
drawings into an Isometric View.

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